

# VTF 2006

VIA Technology Forum



*Embracing  
Digital Intelligence*

## The Ultra-Mobile Future

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# Preface

“This is the **golden age** of computers and software **coming together**, and becoming a far more powerful tool to empower people, empower them in their work, and empower them in their playtime; even the realm of education will not be untouched by these major advances.”

- Bill Gates, Oct 2005

# Technology Trends

- **PC technology increasingly device-like**
  - Smaller packages and footprint
  - Lower prices
  - Power-efficient components
  - Ubiquitously networking capabilities
- **PCs can be more device-like**
  - Smaller, lighter form factors
  - All-day use
  - New price points
- **New PC experiences are possible...**

# A new era of PC technology

- **New low-power, low-cost technology is the catalyst for new PC evolution**
  - New form factors
  - New markets
  - New uses
  - New interactions
  - New content
  - New services
  - New peripherals

# Ultra-Mobile PC

## "Go Everywhere. Do Everything"

- **UMPC: a new type of mobile PC**
  - Device-like, desirable, affordable
  - A full-power, full-fidelity digital companion
- **UMPC enables exciting new scenarios for the PC**
  - Truly mobile
  - Highly capable, PC-compatible
  - Natural interaction for on-the-go use
  - PC technology that can fit into people's lives and activities

# A Brief History

GoPC



2003

Haiku



2004

Origami



2005

Ultra-Mobile PC



2006

Ultra-Mobile PC



2007

2008



# UMPC: a new category of mobile PC

## Windows Mobile

### Pocket PC

### Smartphone



## Windows Vista

## Windows XP

### Notebook PC



### Tablet PC



### Ultra-Mobile PC

## Ultra-Mobile PC

- New category of mobile PC
- Small, light weight form factor
- Full Windows experience
- Multiple input methods
- Microsoft Touch Pack

# UMPC- a PC for everyone

- What new shapes can technology take?
- What new uses are now possible?





**Useful, Desirable and  
Delightful**  
**Ultra-Mobile PCs**  
are tailored to customers  
to provide compelling end-to-  
end experiences



# Education



# Entertainment



# GPS/Navigation



# GPS/Navigation





# Health/Fitness

